

quick start guide

INSTALLATION To install Space Interceptor: Project Freedom, first check to make sure your computer meets the minimum requirements for the game. Insert the game CD into your CD-ROM drive. If installation does not start immediately, click on START and then RUN. Type D:\SPACEINTERCEPTOR.EXE (where "D" is the letter of your CD-ROM drive) and click OK. Follow the onscreen instructions to install Space Interceptor: Project Freedom.

RUNNING THE GAME To run Space Interceptor: Project Freedom, you can launch the game from the START menu by clicking PROGRAM FILES, MERSCOM and SPACE INTERCEPTOR: PROJECT FREEDOM.

The first time you run Space Interceptor: Project Freedom, it is recommended that you click on OPTIONS and select the appropriate settings for your computer. Here, you can also modify keyboard and mouse preferences if you wish the to change the standard controls, which are listed at right.

Start the game by selecting NEW GAME. You can continue a stopped game through the CONTINUE GAME option or load a saved game by selecting LOAD GAME. In the case of pausing and exiting a game, the game is saved as it is and you will be able to get back to the same place in the game using CONTINUE GAME.

TROUBLESHOOTING Some technical problems are a result of outdated audio and video drivers. Computer, video card and sound card manufacturers typically make driver updates available for their products online for free download. If you are not able to obtain updated drivers directly from the manufacturer, try searching sites that specialize in maintaining driver libraries like www.download.com and www.windrivers.com.

You can improve the performance of Space Interceptor: Project Freedom by lowering your screen resolution from the recommended 1024 x 768 to 640 x 480. You can also try turning off Antialiasing, Glow, Motion Blur, and Weapon Camera, and set the Level of Detail to "Low". These features can be manipulated via the OPTIONS menu.

TECHNICAL SUPPORT Questions or problems? You can find updates and answers to Frequently Asked Questions at www.spaceinterceptor.com and www.merscomsupport.com. Email us at support@merscom.com or write to us at Merscom LLC, Boyd Hall, Suite 330, 55 VilCom Circle, Chapel Hill, NC 27514.

CONTROLS

Up	Mouse	Y axis
Down	Mouse	Y axis
Left	Mouse	X axis
Right	Mouse	X axis
Thrust down	Mouse	Scroll-button
Thrust up	Mouse	Scroll-button
Fire	Mouse	0 button
Fire secondary	Mouse	1 button
Change Camera	Keyboard	C
Pause Game	Keyboard	P
Roll left	Keyboard	W
Roll right	Keyboard	S

space interceptor



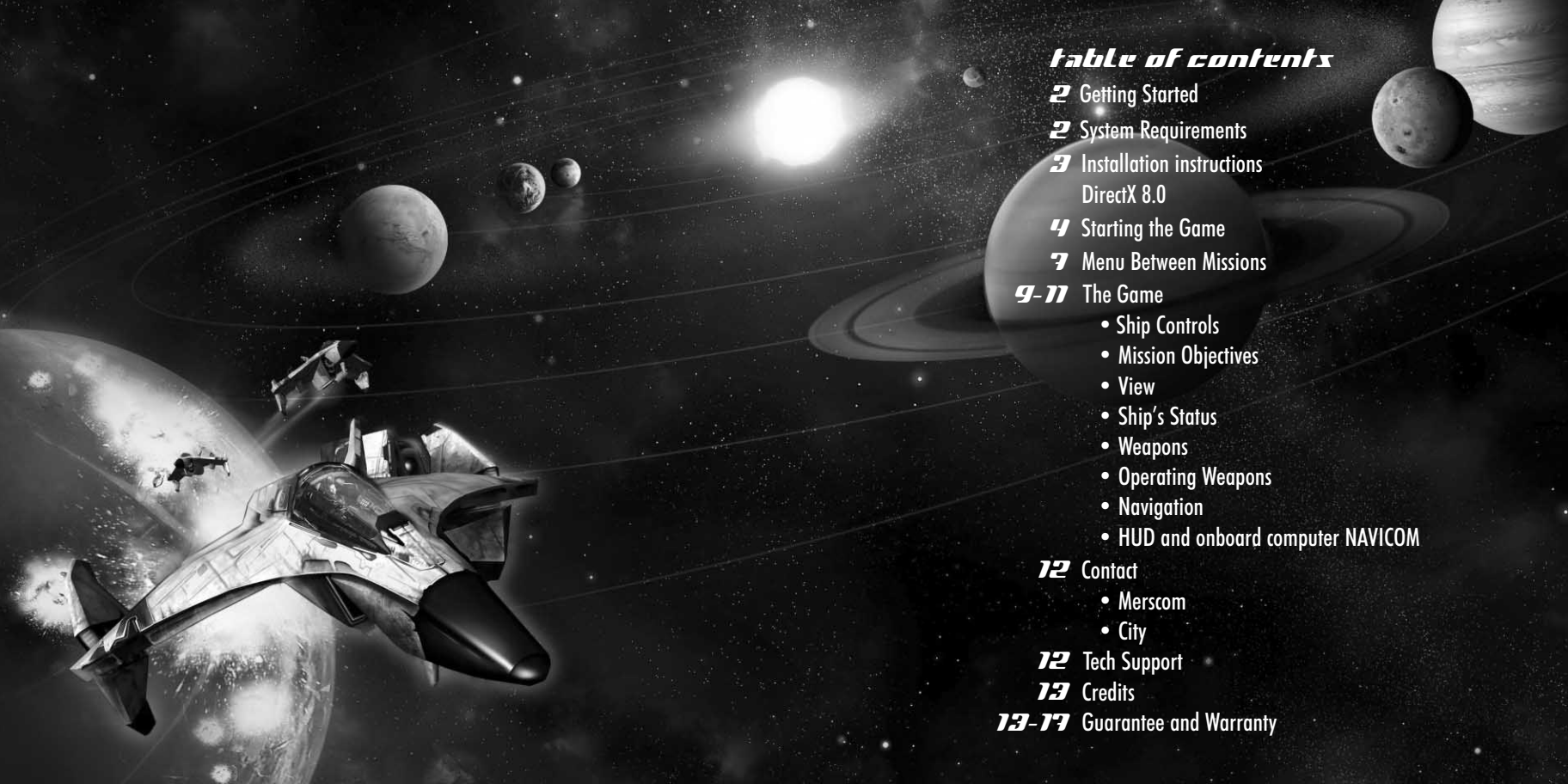


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1. getting started

So you want to blow away some aliens, huh? Well, let's get on with it then.

HARDWARE REQUIREMENTS

MINIMUM

Processor: Pentium III 700MHz or faster

Memory: 256 MB RAM

Graphics card: ATI Radeon 7500
(GeForce 2), 32 MB RAM

CD-ROM

650MB of free space on hard drive

Mouse, keyboard, sound card

Operating System: Win 98/Me/2000/Xp

DirectX 9.0

The latest drivers to graphics card

RECOMMENDED:

Processor: 1600 MHz Athlon XP
or P4 class

Memory: 256MB RAM

Graphics card: ATI Radeon 9500 PRO
(GeForce 5600FX), 64 MB RAM

CD-ROM

650MB of free space on hard drive

Mouse, keyboard, sound card

Operating System: Win 98/Me/2000/Xp

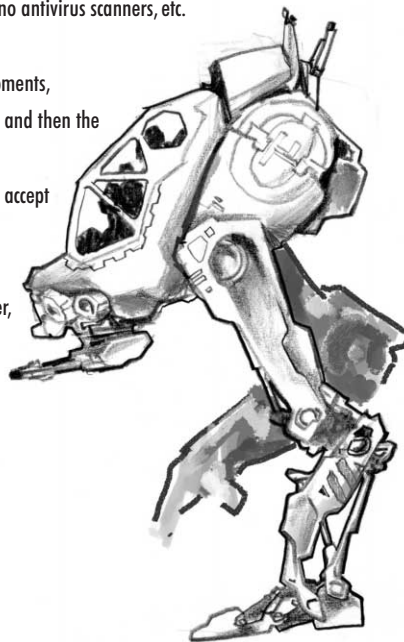
DirectX 9.0

The latest drivers to graphics card and sound cards



2. installation

- Confirm that your computer meets the minimum requirements for the game.
- Make sure that there are no other programs running, no antivirus scanners, etc.
- Insert the game CD into your drive
- If the installer window does not appear after a few moments, double-click the 'My computer' icon, the CD-ROM icon, and then the 'spaceinterceptor.exe' icon.
- Follow the installation steps. When asked whether you accept the license terms, click 'accept' to proceed further.
- DirectX is required to play Space Interceptor: Project Freedom. If this version is not installed on your computer, use the installer to automatically update your files.
- Start the game by selecting appropriate option in Menu Start.



3. starting the game

After launching Space Interceptor: Project Freedom, you will see an animated intro followed by the Main Menu:

- TRAINING
- NEW GAME
- CONTINUE GAME (active after starting the game)
- LOAD GAME
- OPTIONS
- EXIT

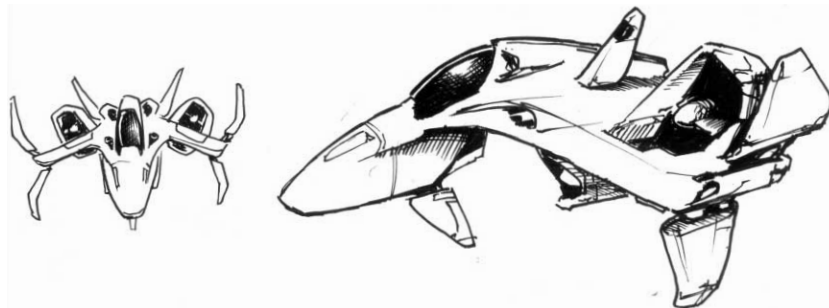


It is recommended you that you first go to **OPTIONS**, where you can set game functions to your preferences and capabilities of our PC. Select:

- "Screen resolution" — 1024 x 768 or higher is recommended (decrease if you experience slowdown).
- "Antialiasing" ** of objects — results in visible slowing down of the game, and on the latest graphic cards it is not compatible with glow and blurring effects—usually not recommended
- "VSync" — recommended for the fastest computers
- "Gamma correction" — may be useful if you have an LCD monitor, but it can also worsen the image. Changing this option is usually not recommended.

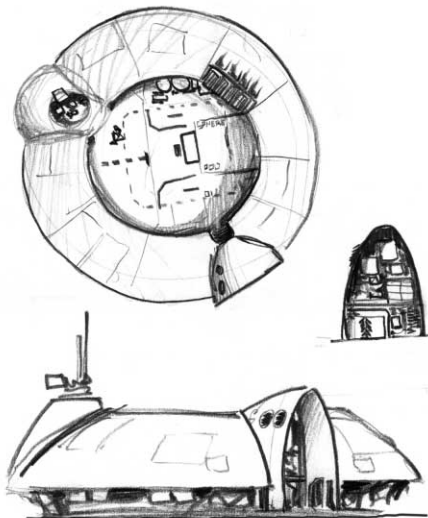
- "Glow" ** - makes light operation more realistic; recommended for cards that are Pixel Shader 2.0 enabled (e.g. ATI Radeon 9500/9700/9800)
- "Motion blur" ** - adds blurring effect in fast motion; recommended for cards that are Pixel Shader 2.0 enabled (e.g. ATI Radeon 9500/9700/9800)
- "Weapon camera" — extra camera angle from the fired rocket missiles; those with lower system specs may want to switch this off.
- "Level of detail" — adjusts quality of different graphic elements; those with lower system specs may want to put the setting on "Low."
- "Music volume" — applies to the soundtrack volume during the game
- "Sound volume" — applies to the volume of sound effects in the game
- "Mouse sensitivity" — adjusts sensitivity of mouse reactions
- "Invert X axis" — enables inverting directions of movements along X axis
- "Invert Y axis" — enables inverting directions of movements along Y axis

** Note! In case you have one of the latest cards with Pixel Shader 2.0 and you select "Antialiasing", "Glow" and "Motion blur", only antialiasing will work. It is recommended to switch it off and use only "Glow" and "Motion blur," which provide better visual effects than antialiasing alone.



On the right side of the **OPTIONS** menu you can customize commands for the keyboard, mouse and other controllers (joystick, pad, etc.). Select an action and define a button or axis for the controller's movement of it. These are the default settings:

Up	Mouse	Y axis
Down	Mouse	Y axis
Left	Mouse	X axis
Right	Mouse	X axis
Thrust down	Mouse	Scroll-button
Thrust up	Mouse	Scroll-button
Fire	Mouse	0 button
Fire secondary	Mouse	1 button
Change secondary	Keyboard	Q
Boost	Keyboard	Space
Show Objectives	Keyboard	Tab
Change Camera	Keyboard	C
Pause Game	Keyboard	P
Strafe left	Keyboard	A
Strafe right	Keyboard	D
Roll left	Keyboard	W
Roll right	Keyboard	S
Weapon 1	Keyboard	1
Weapon 2	Keyboard	2
Weapon 3	Keyboard	3
Weapon 4	Keyboard	4



The last two options in the **OPTIONS** menu are reading the credits list or going **BACK** to the main Menu.

After setting the game to your preferences in the **OPTIONS** menu, it's time to use **TRAINING**, which takes place in virtual reality.

Training consists of one overall mission divided into three exercises. To begin, select **START MISSION** and follow the commands of the onboard computer.

4. menu between missions

Once you've trained and you're ready to begin a real game, select **NEW GAME**.

Or, if you're continuing a paused game, select **CONTINUE GAME**.

Choosing **LOAD GAME** will load a saved game.

In case of a **NEW GAME**, set the pilot name and difficulty level. The pilot's name will later be useful in identifying the games you saved.

The game's main screen includes four windows that show a pilot's name and rank, selected difficulty level, description, objectives and images regarding the next mission.

The following options are available:

- SHIP
- BACK
- START MISSION
- SAVE GAME

SHIP takes you to the menu where you can improve the Interceptor in three areas:

Attack, Defense and Speed

ATTACK increases your Interceptor's firepower.

DEFENSE improves your Interceptor's resistance to damage.

SPEED improves top speed, acceleration and your ability to maneuver.

Specific components installed as part of a given field appear in the window below, and their description appears in the bottom left window.

Selection of a given field will result in its developing another component or improving one of the components you already have.

BACK will take you to the Main Menu. If you wish to continue a game, select CONTINUE GAME.

START MISSION will start the current mission.

SAVE GAME will let you save your current mission.

NOTE: Saving the game frequently is recommended. It allows you to use the LOAD GAME feature to replay your favorite missions.

Click the save function in the main window and select SAVE GAME. If the field is not empty, you will be asked if you want to overwrite it. In this case, the option REMOVE will appear so you can delete other saved data.

5. the game

After selecting START MISSION option, you begin play.

SHIP CONTROLS

Controlling the ship is easy and intuitive. Move the cursor, which indicates the direction of flight and the direction of fire. Additionally, you can strafe to the left and right ([A] and [D] keys by default) roll ([W] and [S]). Modifying the speed during the flight is very useful, especially in missions close to a planet's surface. Thrust up and down using the mouse scroll button by default.

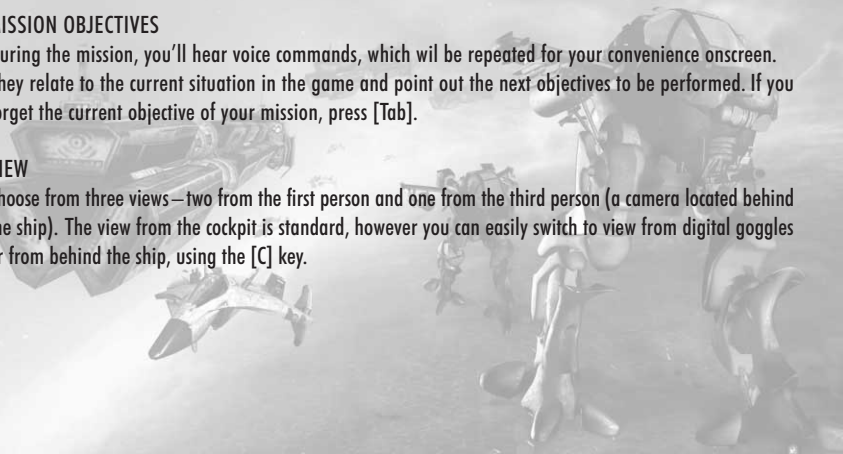
The afterburner becomes available by setting the SPEED parameter to the maximum in the SHIP menu. Activate the afterburner with the spacebar, but note that it will need to cool between uses. Its current speed and 'charging' status can be viewed on an indicator on the left side of the screen.

MISSION OBJECTIVES

During the mission, you'll hear voice commands, which will be repeated for your convenience onscreen. They relate to the current situation in the game and point out the next objectives to be performed. If you forget the current objective of your mission, press [Tab].

VIEW

Choose from three views—two from the first person and one from the third person (a camera located behind the ship). The view from the cockpit is standard, however you can easily switch to view from digital goggles or from behind the ship, using the [C] key.





SHIP'S STATUS

During the game, the amount of 'energy' (the condition of the hull) changes. Your Interceptor's energy drops when hit by enemies and when colliding with objects. If the energy drops to zero, the game is over. So beware and try to avoid damage! Your Interceptor's resistance will not be constant during the entire game. Adjusting the DEFENSE field at first can increase your hull's resistance, give your shields better advantage and repair robots. All these devices work automatically and increase the resistance of your ship.

WEAPONS

Each weapon has its own characteristics regarding power, reloading time and the damage it causes. At the beginning of the game, you're armed with only a laser cannon and air-to-air missiles. Throughout the game, though, you can pick up new weapons and improve existing ones.

LASER CANNONS The basic weapon of your ship. A versatile weapon, capable of damaging both small and medium-sized ships, as well as smaller buildings and cannons. Most effective from a relatively small distance.

GUIDED AIR-TO-AIR MISSILES A must-have for dog fights.

GUIDED AIR-TO-SURFACE MISSILES Designed to wreak havoc on surface targets.

PLASMA CANNON A heavy, brutal weapon. Stunning firepower perfectly suited for destroying the modules of larger ships and bigger buildings down on the planet surface.

PROTON MISSILES The heaviest weapon and the most punishing. However, you will have to wait a bit to get it. Although it is sluggish to reload and slow to hit its target, it leaves only rubble and smoke in its wake.

OPERATING WEAPONS

Shoot the laser cannons using 'Fire,' which by default is assigned to the left mouse button. All other weapons are classified as secondary. Only one secondary weapon can be active at any given time. Use it through 'Fire secondary,' which is assigned to the right mouse button. In many instances a weapon may also be 'boosted' by pressing and holding the right button. The effect will vary for different types of weapons. In the case of guided missiles, you can fire more of them. With plasma cannons, you get a higher concentration of energy. However, in both cases, this only applies to improved versions of weapons. You cannot use boost with basic versions. Both types of guided missiles work using a simple principle: The enemy object closest to the cursor is automatically selected as your target. So you can easily 'switch' between targets simply by moving the cursor.

NAVIGATION

A system of arrows, which indicate all potential targets, helps guide you in space and over surfaces. There are the following arrows:

RED—indicates enemy targets, both in the air and on the surface which you should usually destroy.
ORANGE—signifies targets that you **UNCONDITIONALLY HAVE TO DESTROY** relative to your current mission objective.

BLUE—highlights friendly objects that you should defend or escort according to mission objectives. In any situation, when you lose your way and want to reach your destination, place the cursor over the given arrow.

HUD and onboard computer NAVICOM

The onboard computer of your Interceptor displays all critical information onscreen, including:

- Current objective/objectives
- Current speed
- Hull status
- Shield status (if installed)
- Afterburner status (if installed)
- Weapon status (percent of loading, amount of ammunition, etc.) of selected weapon.
- Messages (radio and other)

MERSCOM WEB SITES

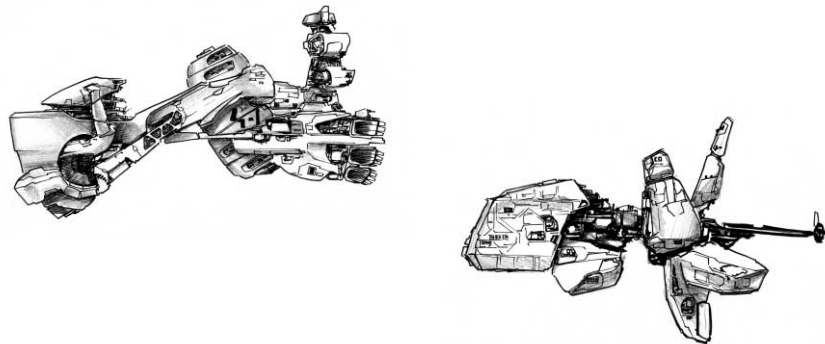
To get the most enjoyment from Space Interceptor: Project Freedom, visit the official web site at www.spaceinterceptor.com for the latest news and updates on the game. Here you will find FAQs, hints and cheat codes if they're available as well as patches and other downloadable content. You can find out about other products from Merscom at www.merscom.com.

CITY INTERACTIVE WEB SITE

To learn more about CITY Interactive, Space Interceptor: Project Freedom, and other products from CITY Interactive, visit www.city-interactive.com.

TECHNICAL SUPPORT

We strive to provide you with fast, accessible customer support. Please be sure to thoroughly read this manual and the ReadMe file, which is located in the game's root directory in your Program Files. For technical support online 24 hours a day, 7 days a week, visit www.merscomsupport.com. If you do not find the answers you need under FAQs or Troubleshooting, please email us at support@merscom.com.



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If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game -- altered vision, eye or muscle twitches, loss of awareness, disorientation, dizziness, any involuntary movement, or convulsions -- IMMEDIATELY discontinue use and consult your physician before resuming play. Parents should watch for or ask their children about the above symptoms as children and teenagers are more likely than adults to experience these seizures.